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TEKNOLOGI
MARA

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MAY
2024



International Industrial Revolution 4.0 Exposition

"INNOVATING IDEAS, TRANSPIRING DREAMS"

ABSTRACT BOOK

Strategic Partners:



Perpustakaan
Sultan Badlishah

Organized By:

**COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS,
UNIVERSITI TEKNOLOGI MARA, KEDAH BRANCH**

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UITM Cawangan Kedah Channel

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IREx 2024

The successful inauguration of IR4.0 Exposition IREx 2019 has witnessed ground breaking initiatives, ideas, and innovations materialised into numerous practical devices today. Treading on the same triumph, the College of Computing, Informatics, and Mathematics, UiTM Kedah is thrilled to announce the continuation of said event, IREx 2024 with the theme: *Innovating Ideas, Transpiring Dreams*.

The IREx 2024 aspires to incorporate even more exciting new technologies including, but not limited to, Information & Communication Technology (ICT), Educational Technology & Innovation (ED), Operational Excellence (OE), Internet of Things (IoT), Process Improvement, Ideas & Design, Multimedia, and Electronics that will chart new milestones in human history. This will serve as an excellent platform for scientists and innovators alike to meet the like-minded individuals and showcase inspiring ideas and notable innovations.

PROGRAM SCHEDULE

International Industrial Revolution 4.0 Exposition (IREx 2024)
21ST May 2024 (Tuesday)
Dewan Perdana, UiTM Kedah Branch

TIME	EVENT
8.00 – 9.00 am	Registration & Booth Set Up
9.00 am – 12.00 pm	Exhibition & Judging Session
12.00 pm – 2.00 pm	Obedient Drone Session & Break
2.00 pm – 5.00 pm	Official Closing & Prize Giving Ceremony
5.00 pm	Program Ends

Official Closing Ceremony

International Industrial Revolution 4.0 Exposition (IREx 2024)

TIME	EVENT
2.00 pm	Arrival of Guests and Participants
2.30 pm	Arrival of VVIP
	National anthem - Negaraku And Wawasan Setia Warga
2.40 pm	UiTM
	Welcoming Speech
3.00 pm	Rector's Welcoming Speech
	Officiating Speech
3.10 pm	Gimmick & Montage presentation
3.30 pm	Prize Giving Ceremony
4.00 pm	Photography
5.00 pm	Program Ends

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CATEGORY B

SCIENCE SHOOTER

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ABSTRAK - Kami telah menjalankan penyelidikan di akhbar dan artikel di internet lalu mendapati bahawa penguasaan murid di Malaysia dalam bidang sains adalah lemah. Oleh itu, kami mencipta permainan ini untuk memupuk minat murid dalam bidang sains bagi meningkatkan prestasi pembelajaran mereka. Selain itu, permainan ini dicipta supaya murid dapat memanfaatkan penggunaan gajet daripada melakukan aktiviti yang tidak berfaedah. Maka, kami mencipta permainan "*Science Shooter*" bagi membantu murid-murid untuk mempelajari subjek sains dengan mudah. Permainan ini merupakan permainan dalam talian yang dilengkapi dengan beberapa soalan dalam bidang sains. Antara topik yang diketengahkan dalam permainan ini adalah keperluan asas benda hidup, bahan buangan, dan kerosakan makanan. Permainan ini disertakan dengan latar belakang yang menarik dan sesuai untuk murid sekolah. Pemilihan kaedah ini adalah berdasarkan cara pembelajaran bermain sambil belajar. Hasilnya, permainan ini berkesan untuk membantu murid memahami sesebuah topik tanpa sebarang tekanan. Konklusinya, permainan "*Science Shooter*" dapat memberi kesan yang positif dari segi pembelajaran sekali gus menarik minat murid-murid untuk mempelajari sains.

Kata kunci: sains, permainan, murid, pembelajaran, *Science Shooter*



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